

What is claimed is:

1. A system for data encryption/decryption in a client-server architecture, comprising:
 - a server apparatus, comprising:
 - a data management module for storing a plurality of data sources;
 - a channel management module for differentiating said data sources into a plurality of channels;
 - a encryption module for generating a plurality of encrypted channels based on corresponding encryption methods according to said channels; and
 - a data-transferring module for transferring a data stream of said corresponding encrypted channel upon receiving requests of said channels; and
 - a client apparatus, comprising:
 - a channel-receiving module, represented as a window interface, comprising:
 - a data-receiving unit for making said requests and receiving said data stream ;
 - a channel differentiating unit for differentiating said data stream of said encrypted channels;
 - a data buffer unit for saving said encrypted channels;
 - a first interface unit for controlling said window interface

23 over displaying said encrypted channels from said data
24 buffer unit;

25 a first detection unit for detecting whether or not a
26 designated icon is positioned on said window interface;
27 and

28 a decryption module represented as said designated icon,
29 comprising :

30 a second interface unit for controlling the display of
31 said designated icon;

32 a second detection unit for sending a decryption signal
33 as said designated icon is positioned on said window
34 interface;

35 a decryption unit for starting decrypting said encrypted
36 channels upon receiving said decryption signal and
37 generating corresponding decrypted channels, then
38 displaying said decrypted channels on a decryption
39 window provided by the designated icon.

1 2. The system of claim 1, wherein said channel-receiving module
2 is downloaded to said client apparatus via network.

1 3. The system of claim 1, wherein said decryption module is
2 downloaded to said client apparatus via network.

1 4. The system of claim 1, wherein said decryption module is
2 dragged and dropped onto the receiving module of said
3 channels with input equipments.

1 5. The system of claim 4, wherein password authentication is
2 available before dragging and dropping said decryption module.

1 6. The system of claim 1, wherein content of said channel
2 contains static texts, images or both.

1 7. The system of claim 1, wherein content of said channel
2 contains animated texts, images or both.

1 8. The system of claim 1, wherein content of said channel is
2 audio.

1 9. A system for data encryption/decryption in a client-server architecture,
2 comprising:
3 a server apparatus for transmitting said data, differentiating
4 said data into a plurality of channels, said service apparatus
5 comprising a plurality of encryption unit which encrypts said
6 channels and generates a plurality of corresponding decryption
7 units; and
8 a client apparatus for receiving said channels, comprising a
9 channel-receiving unit for said channels, said client apparatus
10 accessing a decryption unit, moving said decryption unit onto
11 the top layer of said channel-receiving unit and starting said
12 channel decrypted.

1 10. The system of claim 9, wherein said channel-receiving unit is a
2 window interface.

1 11. The system of claim 9, wherein said decryption unit can be a
2 magnifier icon or other similar icons.

1 12. The system of claim 9, wherein said channel-receiving module
2 is downloaded to said client apparatus via network.

1 13. The system of claim 9, wherein said decryption unit is
2 downloaded to said client apparatus via network.

1 14. The system of claim 9, wherein said channel-receiving unit is
2 downloaded to said client apparatus from storage medium.

1 15. The system of claim 9, wherein said decryption unit is
2 downloaded to said client apparatus from storage medium.

1 16. The system of claim 9, wherein said decryption unit is dragged
2 and dropped onto the top layer of said channel-receiving unit
3 with input equipments.

1 17. The system of claim 16, wherein password authentication is
2 available before dragging and dropping the decryption module.

1 18. A system for data encryption/decryption in a client-server architecture,
2 comprising:
3 a channel-receiving unit represented as a window interface for
4 receiving encrypted data; and
5 a decryption unit represented as a icon for decryption and
6 required to be moved onto the top layer of receiving unit of the
7 channel to start said decryption.

1 19. The system of claim 18, wherein said decryption unit is dragged
2 and dropped onto the top layer of said channel-receiving unit
3 with a mouse or other input equipments.

1 20. The system of claim 19, wherein password authentication is
2 available before dragging and dropping the decryption module.

1 21. A system for data encryption/decryption in a client-server architecture and
2 differentiating said data into a plurality of channels, comprising a
3 service system for transmitting said channels, encrypting the
4 channels separately and offering corresponding a plurality of
5 decryption unit for the use of decryption, wherein said

6 decryption unit is represented as a icon and requires to be
7 moved onto a window interface of said channel to start
8 encryption, and said decryption unit temporarily stores and
9 displays said channels decrypted.

1 22. A method for data encryption/decryption in a client-server architecture,
2 comprising:

3 receiving and storing said data encrypted in a window
4 interface;

5 moving a decryption icon of said data encrypted onto top layer
6 of said window interface;and

7 executing decryption and displaying said data decrypted on a
8 decrypted window provided by the the designated icon.

1 23. The method of claim 22, wherein said decryption icon can be a
2 magnifier icon or other similar icons.

1 24. The method of claim 22, wherein said decryption icon is
2 dragged and dropped onto the top layer of said
3 channel-receiving unit with input equipments.

1 25. The system of claim 24, wherein password authentication is
2 available before dragging and dropping the decryption icon.

1 26. A method for data encryption/decryption in a client-server architecture,
2 comprising:

3 differentiating data of said server into a plurality of channels;

4 encrypting a plurality of channels separatively and generating
5 corresponding decryption units and a plurality of encrypted
6 channels;

7 transferring a data stream of said encrypted channels upon

8 receiving a first request for said channels at said server;
9 making said first request and receiving said data stream at the
10 client;
11 differentiating said data stream into said encrypted channels at
12 the client;
13 moving said decryption unit onto said encrypted channels and
14 generating said channels decrypted at said client;
15 receiving said channels decrypted at said decryption unit of
16 said client.

1 27. The method of claim 26, wherein said decryption unit can be a
2 magnifier icon or other similar icons.

1 28. The method of claim 26, wherein said decryption unit is
2 dragged and dropped onto the top layer of said encrypted
3 channel with input equipments.

1 29. The system of claim 28, wherein password authentication is
2 available before dragging and dropping said decryption unit.